

AMENDMENTS TO THE CLAIMS:

This listing of claims will replace all prior versions, and listings, of claims in the application:

1. (currently amended) An image processing apparatus that displays on a display an image in which an operating object appearing in a virtual three-dimensional space is seen from a predetermined viewpoint location, comprising:

an ~~operating means~~operation controller operated by a player;

a selecting ~~means~~mechanism for selecting the operating object appearing in said virtual three-dimensional space, out of a plurality of the operating objects different in size, based on an operation of said ~~operating means~~operation controller;

a viewpoint-location setting ~~means~~mechanism for setting the viewpoint location in correspondence with said operating object selected by said selecting ~~means~~mechanism; and

an image displaying ~~means~~mechanism for displaying a three-dimensional image including said operating object based on said viewpoint location set by said viewpoint-location setting ~~means~~mechanism.

2. (Currently Amended) An image processing apparatus according to claim 1, further comprising:

[[a]] viewpoint-location-data storing ~~means~~locations for storing each viewpoint location data correlated with each of said plurality of the operating objects; wherein

said viewpoint-location setting ~~means~~mechanism reads out from said viewpoint-location-data storing ~~means~~locations said viewpoint location data corresponding to said operating object selected by said selecting ~~means~~mechanism so as to set said viewpoint location.

3. (Currently Amended) An image processing apparatus according to claim 2, wherein

 each of said viewpoint location data is set in such a manner as to be displayed as the operating object approximately the same in size even if any one of the operating objects is selected by said selecting ~~means~~mechanism.

4. (Currently Amended) An image processing apparatus according to claim 2, wherein

 said viewpoint location data includes distance data from a point-of-regard,
 said viewpoint-location setting ~~means~~mechanism reads out said distance data corresponding to said operating object selected by said selecting ~~means~~mechanism so as to set said viewpoint location.

5. (currently amended) An image processing apparatus according to claim 2, wherein

 said viewpoint location data includes angle data or height data from the point-of-regard,

said viewpoint-location setting ~~means~~mechanism reads out said angle data or said height data corresponding to said operating object selected by said selecting mechanism ~~means~~ so as to set said viewpoint location.

6. (Currently Amended) A storing medium that stores an image processing program to be executed by an image processing apparatus that is provided with an ~~operating means~~operation controller operated by a player, and displays on a display an image in which an operating object appearing in a virtual three-dimensional space is seen from a predetermined viewpoint location, said image processing program allows a computer of said image processing apparatus to execute the following steps~~step~~ of:

a selecting step ~~for~~of selecting the operating object appearing in said virtual three-dimensional space, out of a plurality of the operating objects different in size, based on an operation of said ~~operating means~~operation controller;

a viewpoint-location setting step ~~for~~of setting the viewpoint location in correspondence with said operating object selected by said selecting step; and

an image displaying step ~~for~~of displaying a three-dimensional image including said operating object selected by said selecting step based on said viewpoint location set by said viewpoint-location setting step.

7. (Currently Amended) A storing medium that stores an image processing program according to claim 6, said image processing apparatus further comprises [[a]] viewpoint-location-data storing ~~means~~locations for storing each viewpoint location data correlated with each of said plurality of the operating objects; wherein said viewpoint-

location setting step reads out from said viewpoint-location-data storing ~~means~~locations said viewpoint location data corresponding to said operating object selected by said selecting step so as to set said viewpoint location.

8. (Original) A storing medium that stores an image processing program according to claim 7, wherein

each of said viewpoint location data is set in such a manner as to be displayed as the operating object approximately the same in size even if any one of the operating objects is selected by said selecting step.

9. (Previously Presented) A storing medium that stores an image processing program according to claim 7, wherein

 said viewpoint location data includes distance data from a point-of-regard, said viewpoint-location setting step reads out said distance data corresponding to said operating object selected by said selecting step so as to set said viewpoint location.

10. (Previously Presented) A storing medium that stores an image processing program according to claim 7, wherein

 said viewpoint location data includes angle data or height data from the point-of-regard,

 said viewpoint-location setting step reads out said angle data or said height data corresponding to said operating object selected by said selecting step so as to set said viewpoint location.